In the claims:

Please amend the claims as follows:

1.   (canceled)

2.   (canceled)

3.   (previously canceled)

4.   (canceled)

5.   (canceled)

6.   (canceled)

7.   (canceled)

8.   (canceled)

9.   (canceled)

10.   (canceled)

11.   (currently amended) A method for delivering an audio data message file, comprising:

        receiving an audio data file into a local audio player unit, wherein:

                a first alphanumeric identifier identifies the local audio player unit, and

                a second alphanumeric identifier is appended to the audio data file and identifies an audio player unit;

                receiving a media file with a first identifier, wherein the first identifier uniquely identifies a player unit;

                retrieving a second identifier, wherein the second identifier also uniquely identifies a player unit;

                comparing the first alphanumeric identifier with the second alphanumeric

identifier to determine whether they match; ~~player unit identified by the first identifier is the same as the player unit identified by the second identifier;~~

if the first alphanumeric identifier does match the second alphanumeric identifier, the method further comprises:

producing an audio output from the audio data file, else

if the first alphanumeric identifier does not match the second alphanumeric identifier, the method further comprises:

retrieving a commercial message file and producing a commercial message output from the commercial message file, ~~if the first identifier does not correspond to the second identifier;~~ and

producing an audio ~~media~~ output from the audio data ~~media~~ file.

12. (currently amended) The method of claim 11, wherein ~~further comprising retrieving~~ the first ~~second~~ alphanumeric identifier is retrieved from a non-volatile memory of the local audio player unit.

13. (currently amended) The method of claim 11, wherein the step of retrieving a commercial message file comprises retrieving a commercial message file from a storage device of the local audio player unit.

14. (currently amended) The method of claim 11, wherein the step of retrieving a commercial message file comprises retrieving a commercial message file from a non-volatile memory of the local audio player unit.

15. (currently amended) The method of claim 11, wherein the ~~step of retrieving a message file comprises retrieving a message file selected from the group consisting of~~ commercial messages file contains one or more informational messages.

16. (canceled)

17. (canceled)

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18.   (canceled)

19.   (previously canceled)

20.   (previously canceled)

21.   (currently amended) The method of claim 11, wherein the audio data media file and the commercial message file are in a concatenated state.

22.   (currently amended) The method of claim 11, wherein if the commercial message file cannot be retrieved, then the step of producing an audio media output is not carried out.

23.   (currently amended) An audio player unit for delivering audio data media files, comprising:

a processor;

a non-volatile memory communicatively coupled to the processor;

a first alphanumeric identifier stored in the non-volatile memory, wherein the first alphanumeric identifier uniquely identifies the audio player unit;

a communications port communicatively coupled to the processor and capable of communicatively coupling the audio player unit to a computer system;

a data storage drive communicatively coupled to the processor and capable of transferring data between the audio player unit and a removable data storage medium;

a first application program residing in the audio player unit and accessible by the processor, the application program comprising one or more sequences of instructions for uniquely marking an audio data media file, the one or more sequences of instructions causing the processor to perform a number of acts, said acts comprising:

receiving a media an audio data file,

retrieving the first alphanumeric identifier from the non-volatile memory,

appending the first alphanumeric identifier onto the audio data media file, and

storing the appended audio data media file in a the removable data storage

medium; and

a second application program residing in the audio player unit and accessible by the processor, the application program comprising one or more sequences of instructions for delivering an audio data ~~message~~ file, the one or more sequences of instructions causing the processor to perform a number of acts, said acts comprising:

receiving an audio data ~~media~~ file with a second alphanumeric identifier, ~~wherein the second identifier uniquely identifies a player unit,~~

comparing the second alphanumeric identifier to the first alphanumeric identifier to determine whether they match, ~~player unit identified by the second identifier is the same as the player unit identified by the first identifier,~~

if the second alphanumeric identifier does match the first alphanumeric identifier, then the acts further comprise producing an audio output from the audio data file, else

if the second alphanumeric identifier does not match the first alphanumeric identifier, then the acts further comprise retrieving a commercial message file from the non-volatile memory and producing a commercial message output from the commercial message file ~~if the second identifier does not correspond to the first identifier~~, and producing an audio ~~media~~ output from the audio data ~~media~~ file.

24. (currently amended) An audio player unit for delivering audio data media files, comprising:

a first logic circuit configured to perform a number of acts, said acts comprising:

receiving an audio data ~~media~~ file,

retrieving a first alphanumeric identifier that uniquely identifies the audio player unit,

appending a representation of the first alphanumeric identifier ~~onto~~ the audio data ~~media~~ file, and

storing the appended audio data ~~media~~ file in a removable data storage medium;

a second logic circuit configured to perform a number of acts, said acts

comprising:

receiving an audio data ~~media~~ file with a second alphanumeric identifier, ~~wherein the second identifier uniquely identifies a player unit~~

comparing the second alphanumeric identifier to the first alphanumeric identifier to determine whether the second alphanumeric identifier is a representation of the first alphanumeric identifier ~~player unit identified by the second identifier is the same as the player unit identified by the first identifier,~~

if the second alphanumeric identifier is a representation of the first alphanumeric identifier, then the acts further comprise producing an audio output from the audio data file, else

if the second alphanumeric identifier is not a representation of the first alphanumeric identifier, then the acts further comprise retrieving a commercial message file from the non-volatile memory and producing a commercial message output from the commercial message file ~~if the second identifier does not correspond to the first identifier~~, and producing an audio ~~media~~ output from the audio data ~~media~~ file;

a non-volatile memory communicatively coupled to the logic circuits for storing the first alphanumeric identifier;

a communications port communicatively coupled to the logic circuits and capable of communicatively coupling the audio player unit to a computer system; and

a data storage drive communicatively coupled to the logic circuits and capable of transferring data between the audio player unit and a removable data storage medium.

25.   (currently amended) The method of claim 1, wherein the alphanumeric identifier comprises a derivative of an electronic serial number of ~~a~~ the audio player unit.

26.   (currently amended) The method of claim 1, further comprising receiving an audio data ~~media~~ identifier that uniquely identifies the audio data ~~media~~ file.

27.   (currently amended) The method of claim 26, wherein the audio data ~~media~~ identifier is derived from an industry standard number encoded on the audio data ~~media~~ file.